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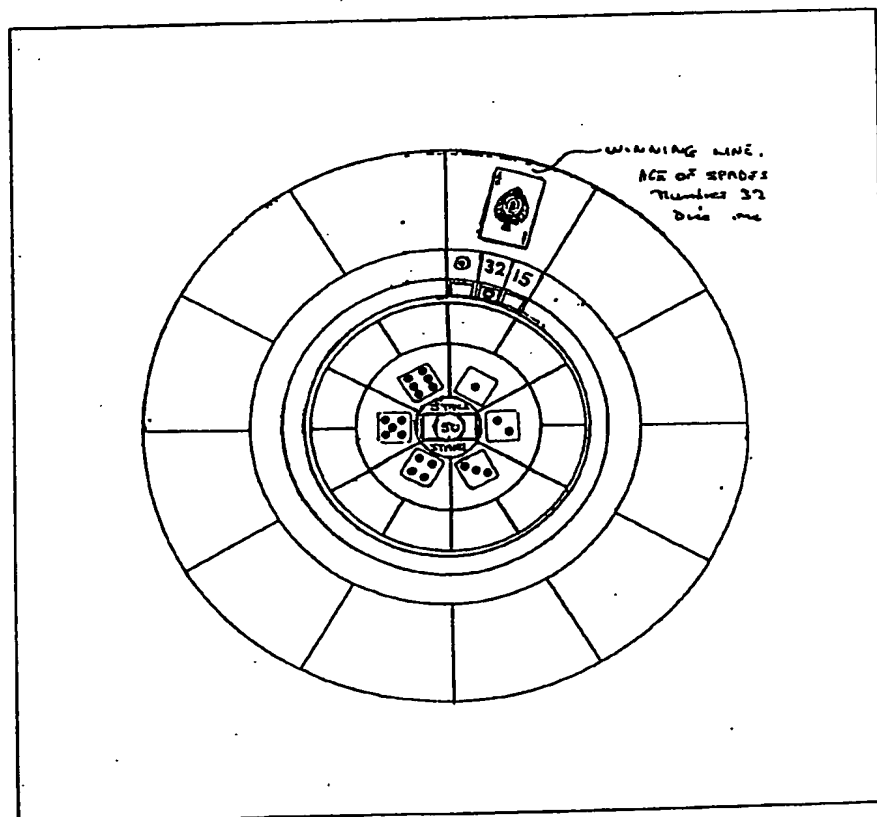
(54) Gaming apparatus

(57) A new game is created by the combination of three known gaming activities in casinos: roulette, cards and dice. Whilst the game can be created in various ways using a roulette wheel, cards and dice, it is intended to produce an electronic apparatus similar in function to a gaming machine or slot machine and is coin operated. The object is to

provide a miniature casino employing the micro chip.

Gaming tables provided for licensed locations can be made freely available if there is provision that only a specified number will be "in play" at any one time, this to comply with the laws of the U.K. and other countries.

The machines are "personalised" to simulate a croupier by spoken words and the sounds of a casino, video display of instructions and comment add to the effect and involvement.

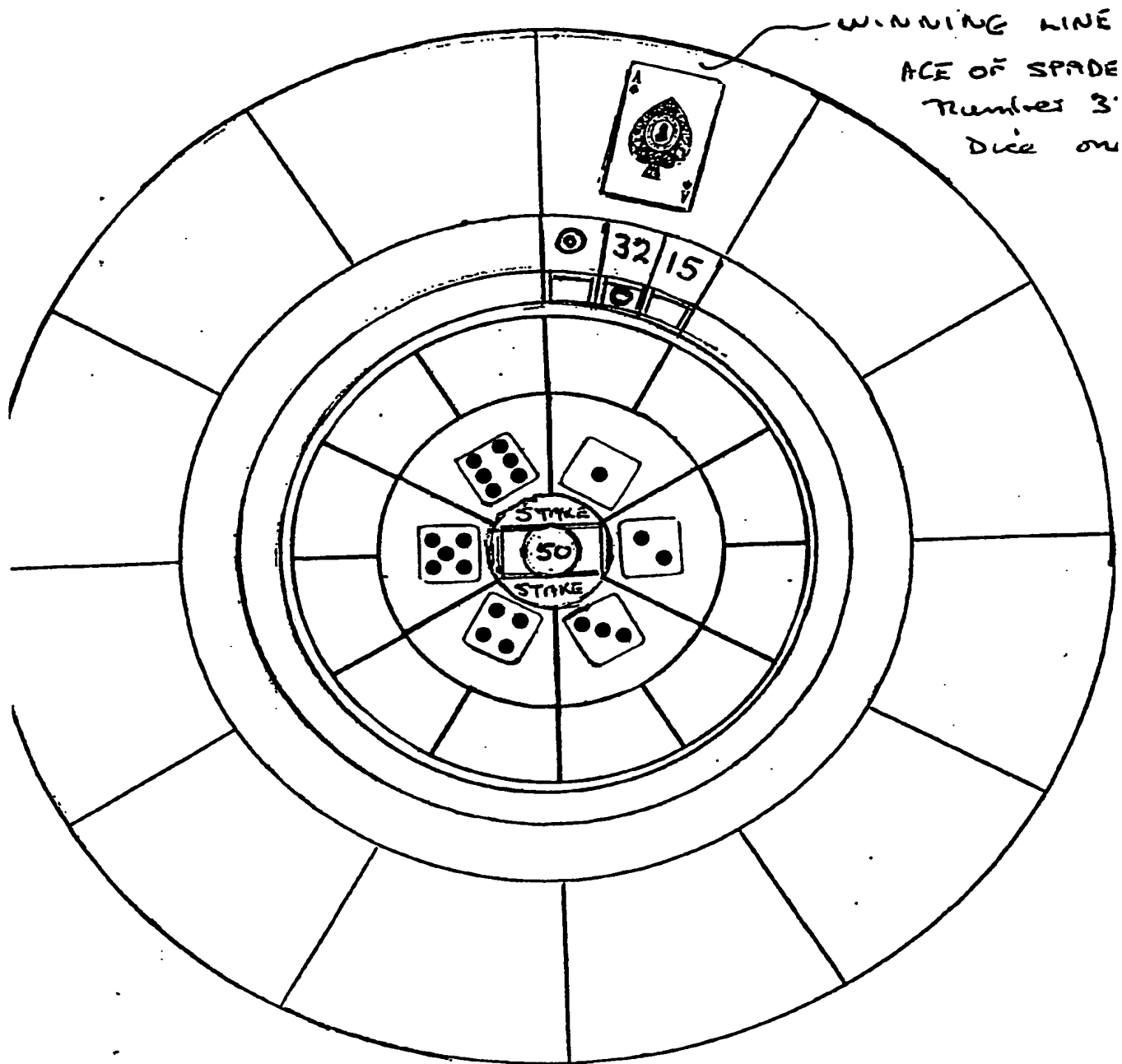


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## SPECIFICATION

## Improved gaming apparatus

This invention relates to a new game which is a novel form of using a roulette wheel, playing cards and dice. These are the best known forms of gaming activity found in casinos.

- 5 The basis of any apparatus created to play the game is the roulette wheel and wherever a roulette wheel exists the game can be simply arranged. 5

The object of this invention is to provide an electronic apparatus similar in principle and use to a gaming machine of the present day.

- 10 This would create a miniature casino experience by using the micro casino machine, appealing to the public so few of whom actually ever enter a casino. The machine is "personalised" by reproducing the words of the croupier and sounds of a casino. 10

The game would have most public appeal presented in the form of the present "cocktail table" gaming machine.

- 15 Laws of various countries, including the U.K., limit the number of gaming machines permitted on a single licensed location. 15

The desired objective of providing a number of "gaming" tables is to be achieved by providing a control system that prevents more than a pre-designated number of machines being "in play" at any one time irrespective of the number of gaming machines within the room.

- 20 The public sitting at the tables offering the gaming "facility" would operate a key which results in a display informing them that a game was available or not available due to the specified number of machines being already in use. 20

## CONTROL SYSTEM

- 25 This prevents more than a previously specified number of machines being in play at any specific time. The person at the machine wishing to play operates a key, this produces a signal — machine available or machine not available. The operation of the key results in a very simple "paging system" being activated. The machine being asked for play facilities "calls up" the other machines to "ask" if they are in use. Every machine has this facility. A reply indicating that the specific number of machines are in use results in the closure of a "no" gate and the play system remains inoperative. 25

- 30 PAY OUT 30  
The equipment must payout 70% of the value of the coin inserted into the machine.

## COIN ACCEPTERS

Two coin accepters shall be provided, one ten pence and one 50 pence accepter. These units are to include rejector mechanisms and also electrical lock out. The cost per game is to be ten pence.

- 35 COIN DISPENSERS 35  
Two coin dispensers shall be provided, one ten pence and one 50 pence. The 50 pence dispenser will have capacity to hold up to £100 and the ten pence dispenser up to £10. The unit will be fitted with a warning device when coin levels fall below the reserve necessary to pay out the designated amounts in prizes.

- 40 CASH BOX 40  
A locked cash box is to be provided to collect the overflow from the dispensers.

## PAY-OUT STRUCTURE

There will be a requirement for alternative pay-out structures to meet different laws. These can be very simply programmed and play features modified.

- 45 NUMBER OF REELS 45  
The equipment shall display four "circular" reels in the horizontal plane. The outside reel, to "carry" twelve card symbols the second (inside) reel to "carry" a roulette wheel number display, the third inside reel to "carry" the six marking of the dice. The fourth reel shall display only one money value at a time, at the centre of the circle of wheel, and this will indicate the players "stake" on the table, and therefore his possible winnings. (See sketch 1.) 50

## SYMBOLS

The design of the symbols is that of cards three of each suit, routine numbers 1—36 and dice 1—6 all appearing in black or red and the ball in white. The stake display should be in casino "chip" form.

**FEATURES**

The "wheel" will supply three features of operation each by use of keys.

- a) spin roulette wheel
- b) deal cards
- c) throw dice

5

**SPIN ROULETTE WHEEL**

This is the equivalent to spinning a three reel "fruit machine". The simulated roulette ball (small white light) drops into a specific "slot" in the accepted manner, but because of the outer perimeter of the roulette wheel having dice markings six divisions it gives a read out of a roulette number, zone card, and one dice number, the equivalent to a three reel fruit machine read out, the ball placing the winning line.

10

**DEAL CARDS**

This is the equivalent of spinning one reel and holding two reels on a usual "fruit machine". The ball already in a specific slot marks a roulette number and a dice number, only the card is "changed".

15

**THROW DICE**

This again is equivalent to holding two reels of a "fruit machine" and spinning one reel, in this instance the card "marked" by the ball and the roulette number is retained and only the dice number changed.

20

Twelve cards in outer wheel are:—

*Hearts**Diamonds**Spades**Clubs*

9. 10. Jack

10. Jack, Queen

1. 2. 3.

7. 8. 9.

Red dice numbers that are odd — 1. 3. 5. are marked in red.

Even dice numbers. 2. 4. 6. are marked in black.

The stake reel will carry the values 10 pence to £10 to provide a necessary £100 jackpot.

25

**PRIZES**

The method of identifying a winning line is shown in sketch one, but basically it is the position of the ball that gives the equivalent to winning line "read out" on a fruit machine.

Each result consists of:—

- a card — red or black odd or even
- a roulette number — red or black odd or even
- a dice number — red or black odd or even

30

ODDS  
EVENS  
BLACK  
RED

Pays 3 times stake shown

3 numbers same any colour

Pays 3 times stake shown

35

3 numbers same colour same

Pays 5 times stake shown

36 on roulette wheel

Pays 5 times stake shown

High score

Low score

Pays 7 times stake shown

Exact scores 9. 21. 30. 40

Pays 7 times stake shown, 10 times stake shown if number 9. 21. 30 or 40 is made up using a picture card (to count as ten).

40

ODDS

3 odd numbers

EVENS

3 even numbers

RED 3 red numbers	BLACK 3 black numbers
3 numbers the same any colour	3 numbers the same and colour the same
HIGH SCORE over 48	LOW SCORE under 6
EXACT SCORE BANCO 9	EXACT SCORE BLACK JACK 21
EXACT SCORE TRENTE 30	EXACT SCORE QUARENTE 40

**CREDIT DISPLAY**

5 The machine to include a credit display with a maximum value of £5. When the maximum value is reached the value is automatically paid out. Operation of the payout button pays out the value held in the credit display. When a 10p or 50p coin is inserted the credit display will increase by the necessary value. 5

**DISPLAY**

10 The "spinning" of the outer circle of cards should be in the opposite direction to the "spinning" of the roulette wheel and the dice section which form the inner part of the roulette wheel. A video display panel would present instructions and comments throughout the game in different colours. 10  
When not in use a roulette wheel or card and dice in a different layout could move slowly in the main display area.

**CABINET**

15 This would be identical to that of the video game "cocktail table" the height of the table should provide for operation by a standing, not seated, player. 15

**PROGRAMMES**

The machine shall be programmed by small plug in solid state memory modules.

**SOUND**

20 The "personalization" of the machine should provide for spoken comment. The turning of the roulette wheel and movement of the ball should be accompanied by simulated sounds. When only 20  
the dice are "thrown" a simulated sound could be made. Sounds of any type for any kind of winning result should be as much a "casino" sound as possible. The background sounds of a casino in "muted form" should be provided "over and above" the spinning of the roulette wheel.

**SECURITY**

25 A microprocessor shall keep a record of the amount of money taken and paid out by the machine since the last reset, switches to be provided internally to display and reset these values. 25  
A coin reserve indicator should be fitted to maintain coin levels for payment of prizes particularly the jackpot.

**GENERAL COMMENT**

30 There is in essence no real skill feature so that an amusement only machine would have limited appeal. The "effect" is that of a "gamblers machine". Very few people out of the total population 30

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ever actually "go inside" a casino this machine provides a "type of experience" in novel form related to casino activity.

#### CLAIMS

1. An arrangement of playing cards about a roulette wheel an arrangement of dice within a roulette wheel which makes possible the playing of a new game which is a combination of the principles of the three separate games. 5
2. A gaming apparatus which makes it possible to play the game according to Claim 1, by electronic means.
3. A gaming apparatus that according to claim 2 provides an electronic system to control the number of machines "in play" irrespective of the number of pieces of gaming apparatus within the location. 10
4. A key operated control system that according to any previous claim consists of a simple form of "paging" electronically. Each individual machine "asking" the other is it is "in play" before it provides the requested facility to operate the machine and play the game.
5. A central indicator device for the stake which according to any previous claim shows different values as the stake and is similar in function to the fourth reel of a gaming machine. 15
6. A game apparatus as hereinbefore described, with reference to and as illustrated in the accompanying drawing.

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